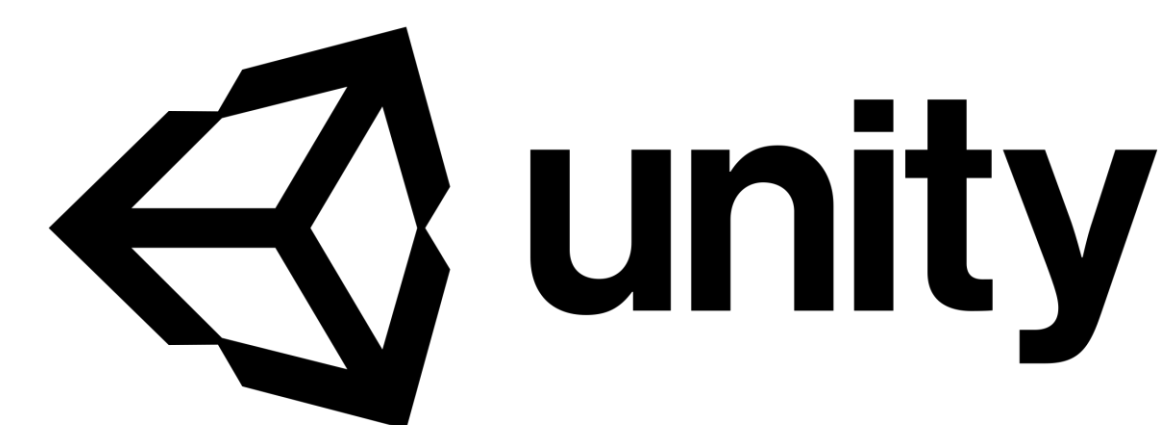
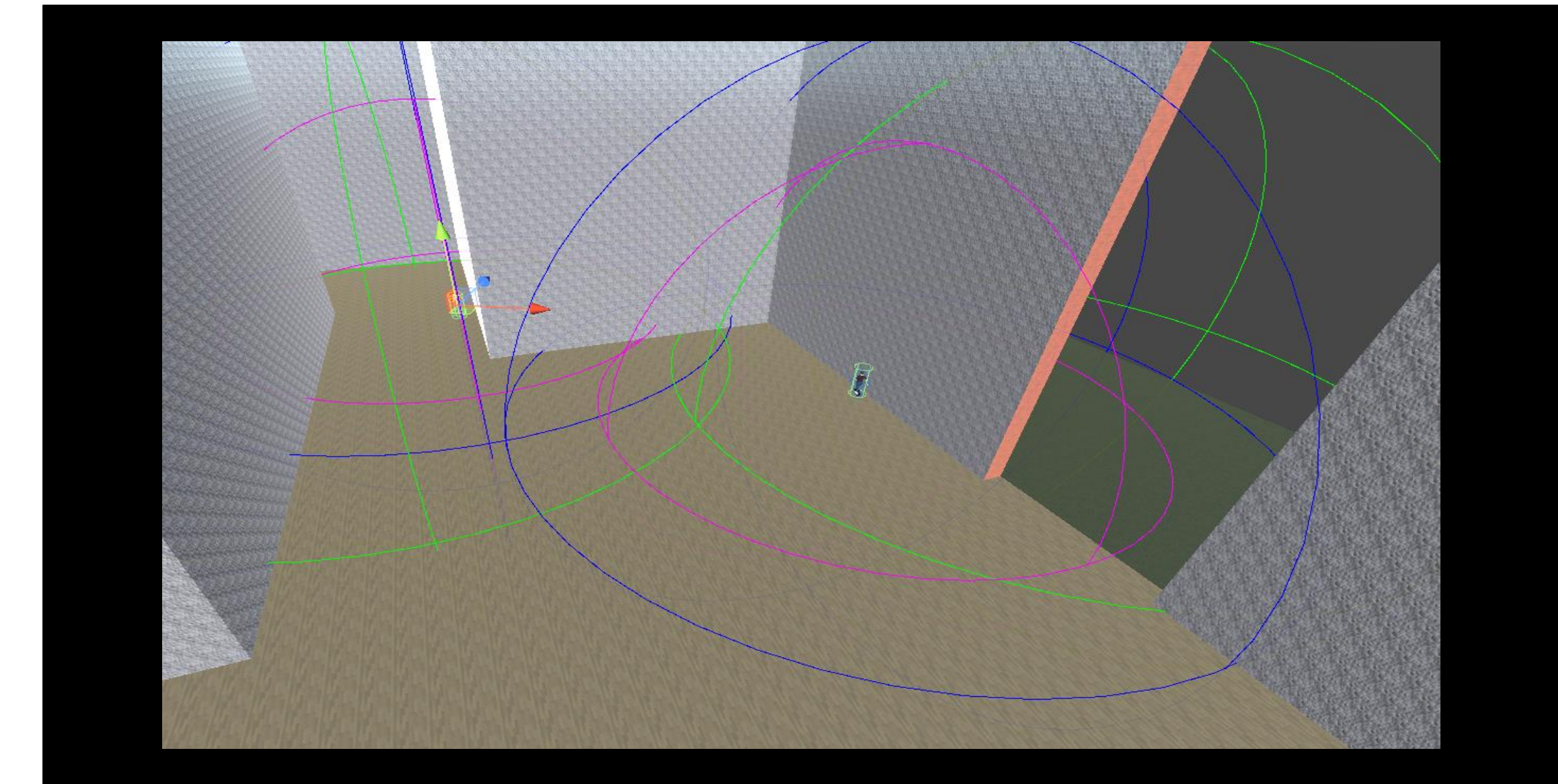


Description & Purpose

- *Pure Stealth* was created to outperform the unrealistic AI of modern AAA games.
- Using the Unity Engine, we built an enemy AI that would remember players' preferred hiding spots, usage of items, and movements.
- This data was used to construct a realistic response to player actions, challenging them more over time.

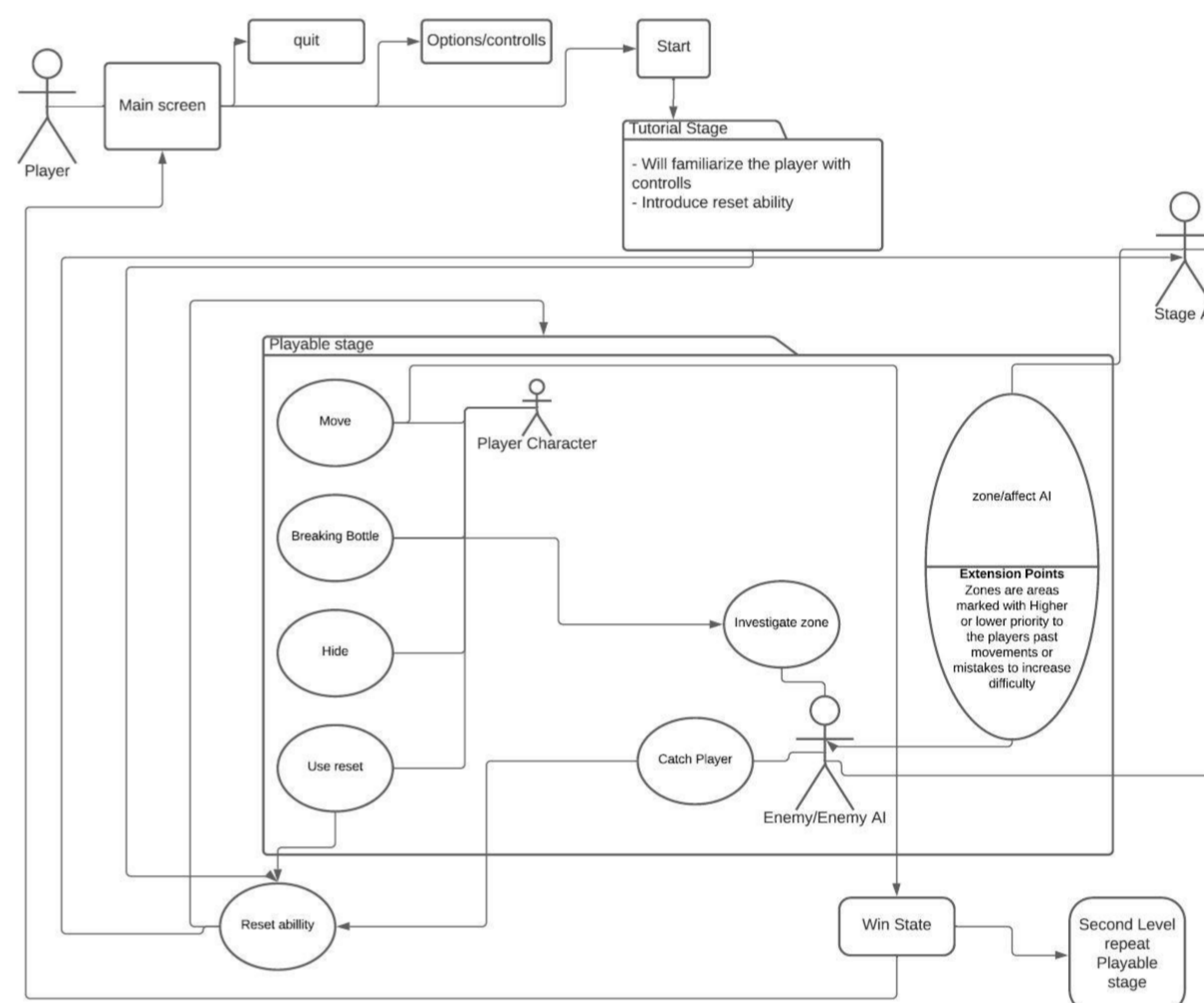


The AI uses circles to update the zones it moves to check by marking blue as vision and green as area to check



The stall and shadow of the shipping containers are "hide-able" zones. The AI was trained that the player would prefer to hide in a stall. The next test, the AI did not go to the container but went to the stall

Design



Ethical & Intellectual Property Issues

- We sourced freely licensed assets to avoid Intellectual Property issues.
- Data collected is not sent to a server nor is it stored for the long term. It is used ephemerally to train the enemy AI and deleted when the game closes.